

# Minbari White Star (Scout Model)

SPECS		MANEUVERING						COMBAT STATS					
Class: Medium Ship		Turn Cost: 1/3 Speed						Fwd/Aft Defense: 13 (11)					
In Service: 2260		Turn Delay: 1/3 Speed						Stb/Port Defense: 14 (12)					
Point Value: 775		Accel/Decel Cost: 2 Thrust						Engine Efficiency: 2/1					
Ramming Factor: 100		Pivot Cost: 1 Thrust						Extra Power: +0					
Jump Delay: 24 Turns		Roll Cost: 1 Thrust						Initiative Bonus: +13					
Speed	1	2	3	4	5	6	7	8	9	10	11	12	
Turn Cost	1	1	1	2	2	2	3	3	3	4	4	4	
Turn Delay	1	1	1	2	2	2	3	3	3	4	4	4	

## WEAPON DATA

**Molecular Pulsar**  
 Class: Molecular  
 Mode: Pulse  
 Damage: 10 1d5 Times  
 Maximum Pulses: 7  
 Grouping Range: +1 per 3  
 Range Penalty: -1 per hex  
 Fire Control: +4/+3/+2  
 Intercept Rating: -2  
 Rate of Fire: 1 per 2 turns  
*Special: Can fire every turn doing 1d3 pulses with no volley count bonus*

## EM Shield

Subtract Shield Factor from incoming chance to hit and any damage scored through arc. Defense rating shown in parenthesis ( ) indicates value with shield active.

## FORWARD HITS

1-4: Retro Thrust  
5-8: Molecular Pulsar  
9-10: EM Shield  
11-17: Structure  
18-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
7-9: Jump Drive  
10-11: EM Shield  
12-17: Structure  
18-20: PRIMARY Hit

## PRIMARY HITS

1-8: Port/Stb Thrust  
9-10: Jammer  
11-12: Tractor Beam  
13-14: Sensors  
15-16: Engine  
17: Hangar  
18-19: Reactor  
20: C & C

## SPECIAL NOTES

Agile Ship  
ELINT Ship  
Gravitic Drive System  
Atmospheric Capable  
Restricted Deployment (10%)

### ADAPTIVE ARMOR: 3

Weapon Type	Available/Assigned
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*Note: Max 1 point per weapon type*

## SENSOR DATA

## Defensive EW

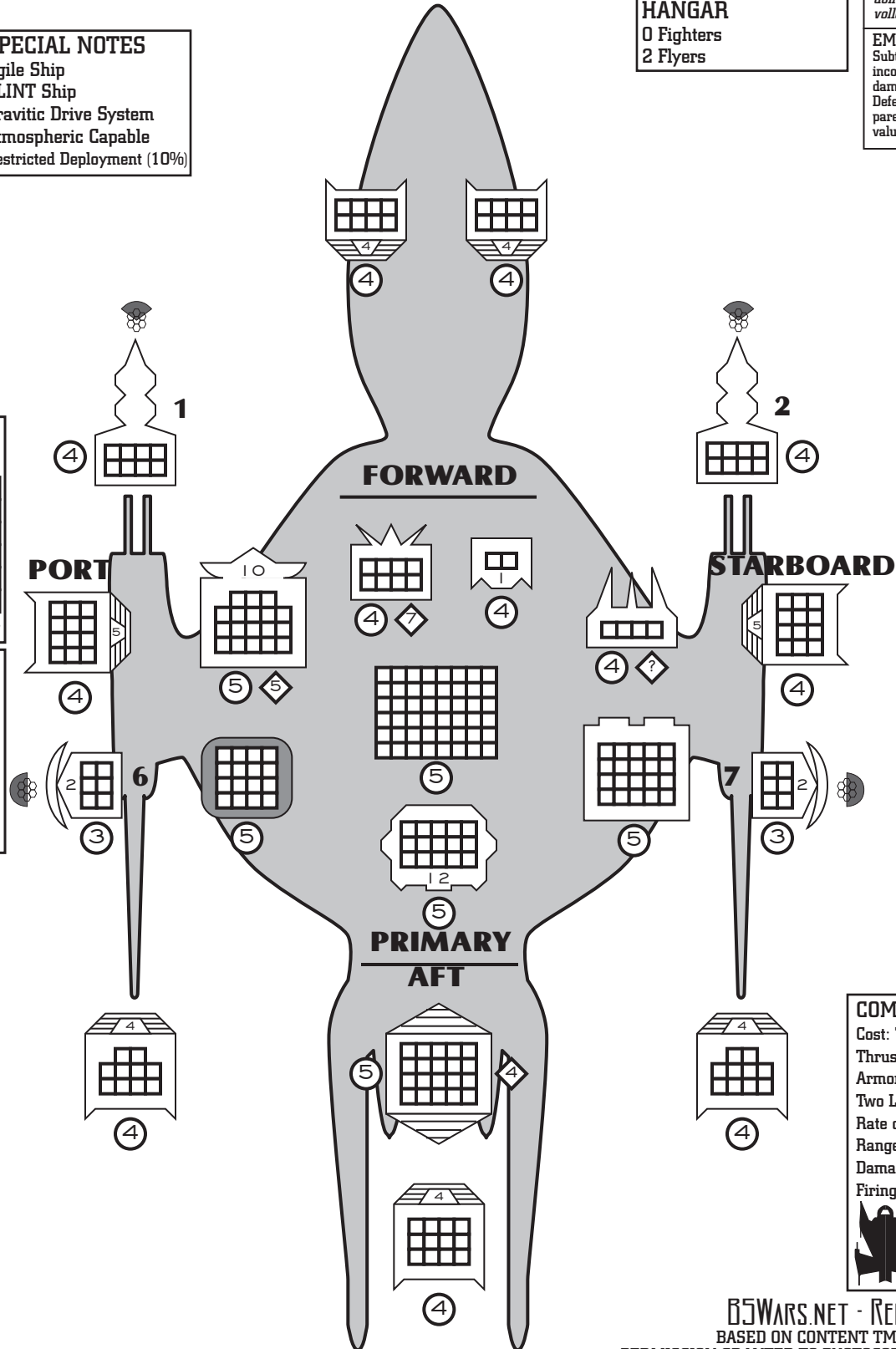
Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

## ICON RECOGNITION


	Thruster
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	EM Shield
	Jammer
	Tractor
	Molecular Pulsar

## HANGAR

0 Fighters  
2 Flyers



## COMBAT FLYERS

Cost: 70      Defense: 9/7  
Thrust: 10      Offense: +4  
Armor: 1      Initiative: +10  
Two Light Fusion Cannons:  
Rate of Fire: 1 per turn  
Range Penalty: -2 per hex  
Damage: 1d6-4 per gun  
Firing Arcs: #1  #2 